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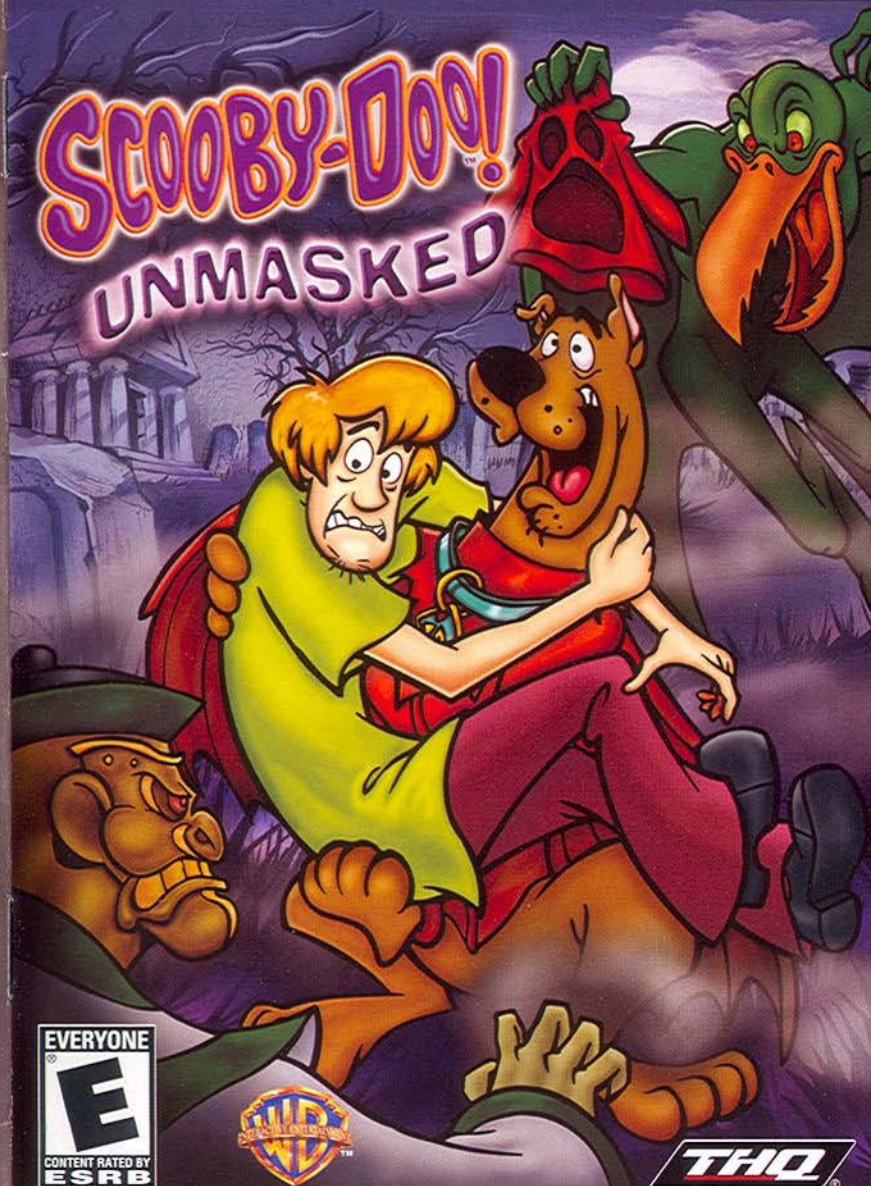
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 **XBOX**

SCOOBY-DOO! UNMASKED



EVERYONE
E
CONTENT RATED BY
ESRB



THQ

Safety Information

About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms – children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety Information. The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

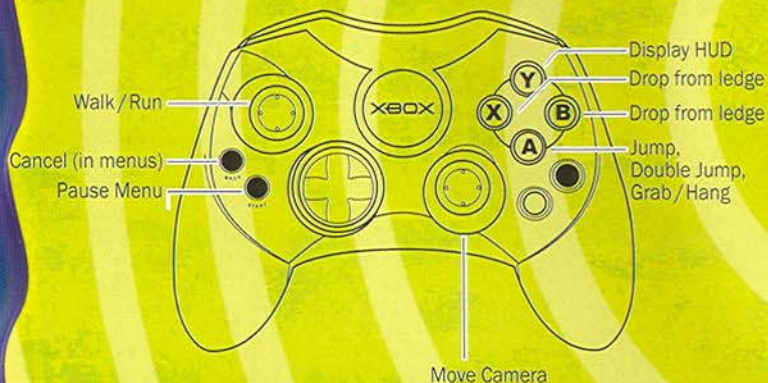
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CONTROLS



Movement

- Walk / Run left thumbstick
- Jump A button
- Double Jump A button + A button
- Grab / Hang from Ledge, Bars or Cable ... Press and hold A button
- Drop from Ledge / Monkey Bars X button or B button
- Pull Up from Ledge left thumbstick (↑)
- Move around Monkey bars / Swing left thumbstick

Attacks

- Spin Attack X button
- Slide Attack B button
- Roll Attack Jump + B button
- Smash Attack Double Jump + B button

Costume Controls

- Glide
- (Bat Costume) Press and hold A button + left thumbstick
- Kung Fu Punch
- (Kung Fu Costume) X button
- Jump Kick
- (Kung Fu Costume) Jump + X button
- Karate Chop
- (Kung Fu Costume) X button + X button
- Spin Kick
- (Kung Fu Costume) X button + X button + X button
- Mega Strike
- (Kung Fu Costume) B button (Press and hold then release)
- Shoot Toilet Plunger
- (Robin Hood Costume) B button

Other Controls

- Make Costume X button in front of Costume Machine
- Interact with NPC X button in front of NPC
- Move Camera right thumbstick
- Display HUD Y button
- Pause Menu START button
- Select (in menus) A button
- Cancel (in menus) B button or BACK button

INTRODUCTION

MONSTROUS FRIGHT & MAGIC

Scooby and the gang are really looking forward to meeting Fred's cousin, Jed. But when they arrive at the Monstrous Fright & Magic special effects company, Jed is nowhere to be found. If that wasn't enough, the company's top-secret Mubber formula, an amazing invention that allows Monstrous Fright & Magic to create the most realistic monster costumes ever conceived, has also disappeared—and Jed is the prime suspect! With Mubber-fied monsters popping up all over the place, it's up to *Scooby-Doo* and the super-sleuths of Mystery, Inc. to stop the creepy costumed creatures, unmask the truth—and prove Jed's innocence once and for all. Zoinks! Here we go again...



Saving Your Game

You can save your game at any time by selecting the Save Game option in the in-game Pause Menu. You will then have to select the Save Game slot where you want to save your game, which can be the same one you originally picked for your new game, or a different one. Note that, even if you save your game in the middle of a game level, you will always restart at the beginning of that level.



Starting a New Game

Like, wow! To start a new game, simply select the **New Game** option from the Main Menu. You will be asked to select a Save Game slot where the game will record your progress. You can select a free slot or overwrite one already containing a saved game, in which case the saved game will be replaced by the new one.

Loading a Saved Game

If one or more saved games already exist, you will automatically be offered to continue the latest one after the main titles have played. To load a specific saved game, just select the Load Game option from the Main or Pause Menu.

ON-SCREEN DISPLAY



Scooby Medals

Zoinks! These indicate Scooby's health level. Each time Scooby is scared or hurt, he loses a medal. If he gets to zero, he'll have to restart at the last checkpoint. You can increase the total number of medals by bringing ingredients to Shaggy's Porta-Kitchen.

Scooby Snacks™

This counter indicates how many Scooby Snacks you currently have. Get 100 and you'll win a medal back!

Mubber

This counter shows how much mubber you've found in the current level. The secret to Monstrous Fright & Magic's remarkable monster costumes, collect as much of this amazing stuff as you can to create a few incredible costumes of your own. Just remember that Mubber is unstable and will disappear if you leave the level.

Clues

This counter shows how many clues you have found in the current world.

Recipe Ingredients

This counter indicates how many ingredients you currently have. Collect as many recipe ingredients you can find and bring them to Shaggy's Porta-Kitchen for a mouthwatering smorgasbord of spook-tacular tasty treats.

Trap Pieces

This counter shows how many Trap Pieces you've found in the current world.

No Camera

This icon appears when you're not allowed to rotate or move the camera.

Other On-Screen Icons

Other icons may appear on screen from time to time: a "Robot" icon indicates how many enemies you need to defeat in order to continue; a "Gong" icon shows how many gongs you've hit so far, etc.

OPTIONS



This screen will allow you to set up various game options, such as sound, volume and vibration.

Note: for all of these options, you need to select "Apply Changes" before exiting for them to take effect.

Music/Movie Volume

This slider will let you control the volume for the in-game music.

SFX Volume

This slider will let you control the volume for the in-game sound effects.

Vibration

This option will let you set the controller vibration on or off.

Autosave

This option will let you turn the Autosave Feature on or off.



COSTUMES



Scooby-Dooby-Do! Use these amazing Mubber-fueled costume-making machines to create a few groovy costumes of your own.



Kung Fu Costume

When wearing this costume, Scooby becomes a lean, mean martial arts fighting machine! His regular attacks (used with the **X** button) become quick Kung-Fu moves that can be chained together, in addition to a powerful "mega-strike" move (using the **B** button). Go get 'em, Scoob!

Bat Costume

Like, ready for take off, Scoob! Using this costume, Scooby can glide over limited distances and ride air currents. To make Scooby glide, simply hold the **A** button down after a jump or double jump.



Robin Hood Costume

This swashbuckling costume gives Scooby the ability to shoot plungers at enemies (using the **B** button). To aim more precisely, move the left thumbstick while pressing and holding down the **B** button.

Scooby Snacks

Scooby Snacks are found in all levels. They serve two purposes: first, they will usually show you where you need to go; second, they'll give you back one medal every time you find 100 of them.

Mubber

This special rubber-like substance developed by Winslow Stanton is used to power-up unlocked costume machines and build costumes. So like, for maximum Mubber-fication, collect as much of the stuff as you can carry by defeating as many Mubber-fied monsters as you can! Mubber can even be made into food ingredients using a different type of Mubber machine. The better the attack on an enemy, the more Mubber it will leave behind. The amount of Mubber left behind is shown in different colors: Red = 1, Blue = 3, Yellow = 5.

Clues

Jinkies! These valuable collectibles will help you advance through the game levels. Whenever you've found clues in a level, go see Velma when you return to the world's hub. Examine each clue to unlock new levels and secret areas, then pick the right ones after completing the world's last level to solve the mystery!

Costume Coins

These special collectibles will unlock costume machines of a given type. For example, the Silver Bat Coin will unlock all Bat Costume machines in the game once it's found. The gold version of the coin will unlock the upgraded super-deluxe second level of the costume, which has its own groovy abilities. There is only one gold and one silver coin for each costume type in the entire game, so keep your eyes peeled!

Recipe Ingredients

These are hidden in all of the game levels. Bring them back to Shaggy's Porta-Kitchen to cook up a host of lip-smackin' recipes. Each recipe will increase Scooby's medals by one - but the next recipe will require even more ingredients to complete!

Trap Pieces

Bring these to the Mystery Machine to unlock Monster Profiles. While not required to complete a level, they do provide important information about the game's monsters and bosses.

VELMA'S NOTEBOOK



When Scooby finds a clue, he must bring it to Velma so she can figure it out! Whenever you go to see Velma after finding at least one clue in the current world, you will automatically access Velma's Notebook for further analysis.

There, you can do two things: analyze the clues or, if Velma thinks you found enough clues, try to solve the current world's mystery!

Examining Clues

To examine a clue, simply highlight it using the left thumbstick or the directional pad, then press the **A** button. Velma will then give you her analysis of the clue. If it's the first time you analyze the clue, you will then be shown a short sequence as a new level or secret area is unlocked.

Solving the Mystery

Once enough clues have been analyzed, Velma will ask you to help her solve the mystery. You will have to answer her questions by selecting the appropriate clues. If you successfully answer all three questions, you will then get access to the world's Boss Fight, and a chance to unmask the villain. Zoinks!

SHAGGY'S PORTA-KITCHEN



Like, let's get cooking, Scoob! When you find food in the various game levels, make sure to bring it to Shaggy's Porta-Kitchen in the current world's hub. He'll use it to make a delicious – and fortifying – recipe!

Adding Ingredients

Once you access Shaggy's Porta-Kitchen, you'll be able to select from all the ingredients currently in your possession. Up to four ingredients can be displayed at once. If you have more than that, just move left or right with the left thumbstick to see them. Press the **A** button to add the selected ingredient, and watch Shaggy put the ingredient in the pot!

Extra Medals

Once you've given Shaggy the required number of ingredients, the recipe will be complete. Scooby will then gain an extra medal which will be added to his current total. If he has taken damage, all of Scooby's medals are re-filled when completing a recipe.

MONSTER PROFILES

Going to the Mystery Machine in the world hubs will give you access to the Monster Profiles, where you can learn important information about the Monstrous Fright and Magic animatronics.

Monster Profiles

To unlock Monster Profiles, find the "Trap Piece" items hidden in the various game levels and bring them back to the Mystery Machine. Each Trap Piece item will unlock a single Monster Profile. To access an unlocked Monster Profile, highlight it with the left thumbstick and press the **A** button.

Boss Profiles

Like, if you find all Trap Piece items within a single world and bring them to the Mystery Machine, the Boss Profile for that world will be automatically unlocked. Look for tips on how to defeat the Boss inside the profile!

BONUS ART

This section, found in the Extras menu, features loads of groovy storyboards, character models and other concept art pieces used in making the game. Flip through them by using the left thumbstick and press the **A** button for a full-screen view!



Normal View



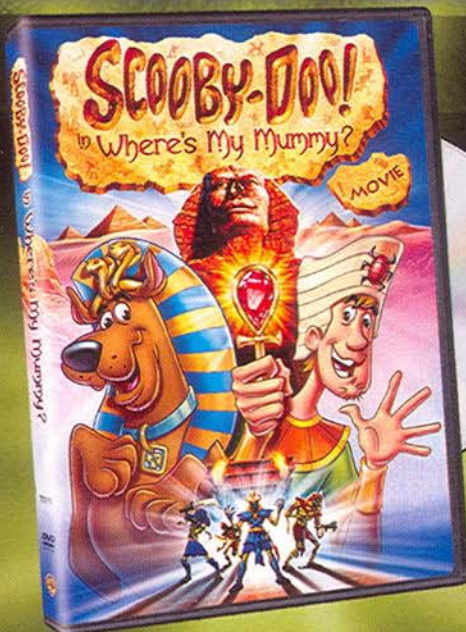
Ninja

Description:
These stealthy animatronics were used in many martial arts films.
Toughness: Low
Speed: High
Attack: Martial Arts Kick, Throwing Star
Tip:
Ninjas will often evade slides, rolls and smash attacks. Spin your team to keep them off-balance.

Zen Tuo

Description:
This character will attack you directly, but rather by controlling his dragon.
Toughness: Very High
Speed: Medium
Attack: Dragon Sweep, Dragon Breath
Tip:
Only jump-in attacks will damage the dragon. Try using the Mega-Sword for maximum effect.

AN ALL-NEW SCOOBY-DOO MOVIE EVEN A MUMMY WILL LOVE



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NOT RATED



NOTES



CAST

Scooby-Doo, Shaggy Scott Innes

Fred, Prof. Stoker Frank Welker

Daphne, Marcy Gray Delisle

Velma Mindy Cohn

Winslow Stanton Adam West

Dame Nella Vivante Susanne Blakeslee

Nikki, Maggie Xi, Kung Fu Maiden,
Fire-Breathing Groupie Kim Mai Guest

Guitar Ghoul, Alvin Wiener, Jed,
Juggling Clown, Ninja, Pterodactyl,
10,000 Volt Ghost Chris Edgerly

Joe Grimm, Zen Tuo, Ho Fong,
Circus Strongman, Black Knight,
Caveman, Chinese Zombie Fred Tatasciore

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Casting Director
and VO Producer Douglas Carrigan
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Nathalie Mathieu

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Michael Steward

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Technical Director Hervé Lange

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Additional Testing Pastor Ovando

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